

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game simulator which imparts vibrations to an operator by driving a vibration mechanism in accordance with a generation of a given simulation state, the simulator comprising:

a simulation calculation section which performs a simulation calculation to manipulate a simulator object in accordance with an operational input from an object operating section during simulation;

a vibration mechanism control section which drives the vibration mechanism on condition that a predetermined vibration occurrence simulation state has occurred during simulation based on the operational input from the object operating section; and

a vibration condition setting section which performs processing for accepting a vibration condition setting which is set by the operator and specifies the vibration occurrence simulation state, in accordance with an operational input from an operating section for specifying during simulation a vibration condition setting,

wherein the vibration condition setting section performs condition setting processing to set vibration conditions of a vibration content which includes at least ~~one of~~ vibration intensity, a vibration pattern and vibration length of the vibration mechanism, in the vibration occurrence simulation state specified by the vibration condition setting,

wherein the vibration mechanism control section drives the vibration mechanism relating to the set vibration content, when the vibration occurrence simulation state specified by the vibration condition setting occurs, and

wherein when a plurality of the vibration occurrence simulation states occur simultaneously as conditions that cause the vibration mechanism to vibrate, the vibration

mechanism control section (i) calculates a plurality of vibrations corresponding to each of the vibration occurrence simulation states, (ii) sets a degree of priority for each of the simulation states depending on each of the calculated vibrations, (iii) selects a single simulation state among the plurality of the simulation states based on the set degrees of priority assigned to each of the plurality of the simulation states, and controls the vibration mechanism in accordance with the set vibration content of the selected single simulation state.

2. (Original) The simulator as defined by claim 1,

wherein the vibration condition setting section performs condition setting processing to display a vibration condition setting image on a display and receive the vibration condition setting by an operation input from the operating section for vibration condition setting to store in a storage section.

3-7. (Canceled)

8. (Currently Amended) A method of controlling a game simulator which imparts vibrations to an operator by driving a vibration mechanism in accordance with a generation of a given simulation state, the method comprising:

performing a simulation calculation to manipulate a simulator object in accordance with an operational input from an object operating section during simulation;

driving the vibration mechanism on condition that a predetermined vibration occurrence simulation state has occurred during simulation based on the operational input from the object operating section; and

performing processing for accepting a vibration condition setting, which is set by the operator and specifies the vibration occurrence simulation state, in accordance with an operational input from an operating section for specifying during simulation a vibration condition setting,

wherein when performing processing for accepting the vibration condition

setting, which specifies the vibration occurrence simulation state, condition setting processing is performed to receive a setting of a vibration content which includes at least ~~one of~~ vibration intensity, a vibration pattern and vibration length of the vibration mechanism, in the vibration occurrence simulation state specified by the vibration condition setting, and

wherein when driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred, processing to drive the vibration mechanism is performed relating to the set vibration content when the vibration occurrence simulation state specified by the vibration condition setting occurs, and

when a plurality of the simulation states occurs simultaneously as conditions that cause the vibration mechanism to vibrate, (i) calculating a plurality of vibrations corresponding to each of the vibration occurrence simulation states, (ii) setting a degree of priority for each of the simulation states depending on each of the calculated vibrations, (iii) selecting a single simulation state among the plurality of the simulation states based on the set degrees of priority, and (iv) controlling the vibration mechanism in accordance with the set vibration content of the selected single simulation state.

9. (Previously Presented) The method of controlling a simulator as defined in claim 8, further comprising:

performing condition setting processing to display a vibration condition setting image on a display and receive the vibration condition setting by an operation input from the operating section for vibration condition setting to store in a storage section when receiving the vibration condition setting, which specifies the vibration occurrence simulation state.

10-16. (Canceled)

17. (Currently Amended) A non-transitory computer-readable information storage medium which stores a program for implementing a method of controlling a game simulator

which imparts vibrations to an operator by driving a vibration mechanism in accordance with a generation of a given simulation state, the method comprising:

performing a simulation calculation to manipulate a simulator object in accordance with an operational input from an object operating section during simulation;

driving the vibration mechanism on condition that a predetermined vibration occurrence simulation state has occurred during simulation based on the operational input from the object operating section; and

performing processing for accepting a vibration condition setting, which is set by the operator and specifies the vibration occurrence simulation state, in accordance with an operational input from an operating section for specifying during simulation a vibration condition setting,

wherein when performing processing for accepting the vibration condition setting, which specifies the vibration occurrence simulation state, condition setting processing is performed to receive a setting of a vibration content which includes at least one of vibration intensity, a vibration pattern and vibration length of the vibration mechanism, in the vibration occurrence simulation state specified by the vibration condition setting, and

wherein when driving the vibration mechanism on condition that the vibration occurrence simulation state has occurred, processing to drive the vibration mechanism is performed relating to the set vibration content when the vibration occurrence simulation state specified by the vibration condition setting occurs, and

when a plurality of the simulation states occurs simultaneously as conditions that cause the vibration mechanism to vibrate, (i) calculating a plurality of vibrations corresponding to each of the vibration occurrence simulation states, (ii) setting a degree of priority for each of the simulation states depending on each of the calculated vibrations, (iii) selecting a single simulation state among the plurality of the simulation states based on

the set degrees of priority assigned to each of the plurality of the simulation states, and priority, and (iv) controlling the vibration mechanism in accordance with the set vibration content of the selected single simulation state.

18. (Canceled)

19. (Previously Presented) The simulator as defined by claim 1, wherein the vibration condition setting section receives a setting of vibration control that includes vibration intensity, vibration pattern, and vibration length for each vibration occurrence simulation state.

20. (Previously Presented) The method of controlling a simulator as defined by claim 8, wherein the vibration condition setting section receives a setting of vibration control that includes vibration intensity, vibration pattern, and vibration length for each vibration occurrence simulation state.

21. (Previously Presented) The simulator as defined by claim 1, wherein the vibration condition setting section receives a setting of vibration control from a user.

22. (Previously Presented) The method of controlling a simulator as defined by claim 8, wherein the setting of vibration content is by a user.